

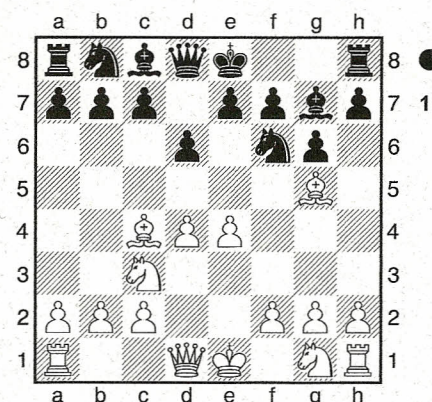
B07

□ **Atesh Ben Camurd** 215
 ■ **Ankith Laichetty**, pirc/dsb
 VaClosed Championship Amateur (6)
 [Michael A Callaham]

Blitz: 5'+5" The State Championship. You have to play in this tournament if you can! The thing that is probably unique about scholastic chess is that you are likely to play an opponent many times over the coming years.

Recording your games and analyzing them will give you some insight to their style and typical mistakes. While stationed in Germany, 6 of my last 30 games were against the same opponent! It became more and more difficult for him to win. I was 1600 he was 1900. By the time I left as a 1900, I had a positive score against him! Our next game is the Pirc Defense! I played this opening for 18 months and even have a novelty or 2 in the Austrian Attack. I picked this game because the players were able to reach positions where you can see repeating middle game ideas for both sides. The Pirc is a complex opening who's 1st 4-6 moves can be played with little regard for the moves of your

opponent. The general idea is to allow white to build up a regular or even a broad center and then tear it down! White has the freer game but must continually make and execute good plans or things will begin to slip away! The complexity of the play means there are going to be errors big and small on both sides. As you become a stronger player you will be able to calculate more than 1 area of the board at a time and the frequent mistakes that come when there are complications will be less. Castling on opposite sides usually means pawn storms, material imbalances, and all out attacks! Both players are doing ok until 12. Rdg1?? If you really want to see how important Bishops on the a1-h8 and h1-a8 diagonals can be, this game delivers plenty of instruction on both sides of the issue! You'll know when to keep it and when you can exchange it after reading this game! 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Bg5 Bg7 5.Bc4?! Diagram



This occurs so often that I have to point it out. Having both bishops on or beyond the 4th rank in the opening with no impending captures is usually a mistake in development! White loses the initiative in this simple and easy to remember exchange. 0-0

[5...Nxe4! 6.Bxf7+ (6.Nxe4?! d5 7.Bb5+ c6 8.Bd3 dxe4 9.Bxe4 Qxd4) 6...Kxf7 7.Nxe4 Nc6 8.Qf3+ Kg8=]

6.Bxf6?! Bxf6 7.Qd2 c5?! Continue developing. The exchange of the dark squared bishop has already given black the dark squares.

[7...Nc6 8.Nge2 e5]
8.d5?!]

[8.dxc5=]
8...Nd7 9.Nf3 Diagram

(Diagram 2)